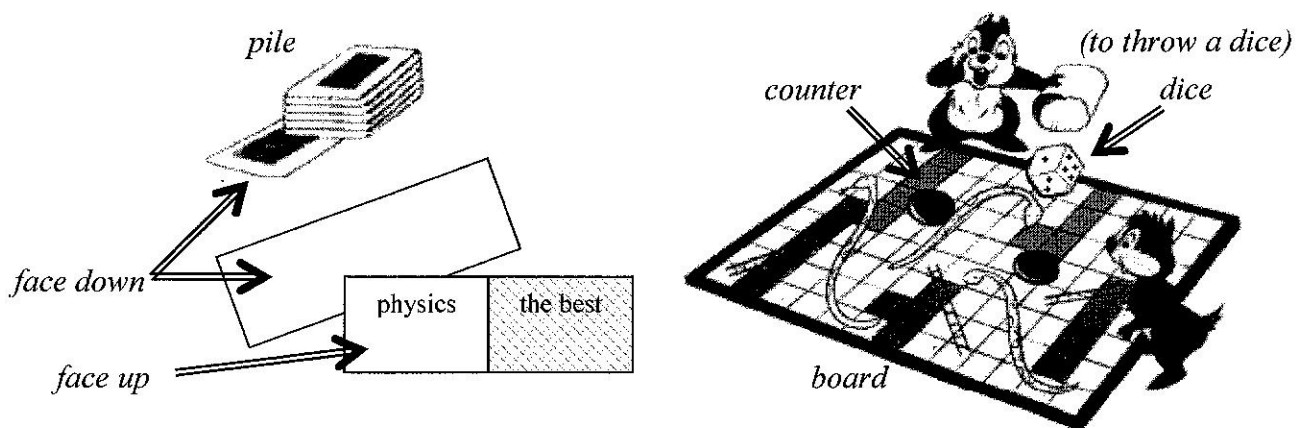


APPENDIX 3
HOW TO PLAY GAMES

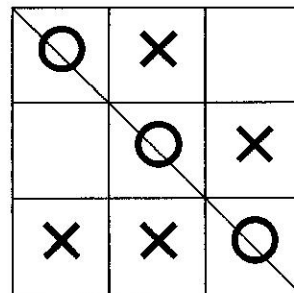
THE GIVEN WORDS MAY COME IN HANDY:



score – 1) вести счет; to score one point – выиграть очко
2) счет; the highest score – наибольшее количество очков
to land on – попасть, угодить
to get rid of – отделяться, избавляться

GAME 1 Noughts and Crosses Game

1. Put the cards in a pile face down.
2. Draw a noughts and crosses grid on a piece of paper and then decide which is going to be crosses.
3. Team A picks up a card from the top of the pile and reads out the statement to Team B. Team B is to agree or disagree with this statement*. If Team B gives the correct answer, they choose a square on the grid and put a nought or cross in it. If Team B cannot give the correct answer, they don't put a cross or nought.
4. Then Team B picks up a card from the top of the pile and reads out the statement to Team A.
5. Continue to agree and disagree with the statements until one team gets a line of noughts or crosses. They score one point for getting a line.
6. Play the game again until all the statements have been confirmed or refuted. The team with the highest score is the winner.



* You should use different clichés expressing agreements and disagreements on page 137.
If a player refutes the statement he (or she) gives the correct variant; if they confirm the statement they are to repeat it.

GAME 2 Board Key-Words Game

1. Put the game board in the middle of the table.
2. All the players put their counters on the square marked START and throw the dice. The first player to throw a six starts the game.
3. Player A throws the dice and moves their counter along the board according to the number on the dice.

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4. Player A then reads the word (or word-combination) on the square the counter has landed on and makes up a sentence using this word (or word-combination) according to the topic of the game.
5. If a player can't make up a sentence, they are to go back one space and make up a sentence with that word (or word-combination).
6. The game continues
 - a) until the first player reaches the square marked FINISH and this player is the winner;
 - b) until the last player reaches the square marked FINISH and this player then talks about the topic of the game.



Go back to start / to starting point /. – Возвращайтесь на старт.

Go back 2 spaces. – Возвращайтесь назад на две клетки.

Move ahead 2 spaces. – Идите вперед на 2 клетки.

Go forward 2 spaces. – Идите вперед на 2 клетки.

Miss 1 turn. – Пропустите один ход.

Take 1 extra turn. – Сделайте 1 дополнительный ход.

GAME 3

Dominoes

1. Put the dominoes in a pile face down.
2. Put down any one of the dominoes face up in the middle of the table.
3. Players take three dominoes each and leave the rest in the pile.
4. Player A puts down one of their dominoes so that they can make up a sentence (or a short situation) according to the topic of the game using the key-words they have matched.

For example:

<i>The 1st domino</i>		<i>Student A's domino</i>		
nature	the study of physics	ancient Greece		<p><i>The study of physics began in ancient Greece.</i></p>
<p>or :</p>				
		<i>Student A's domino</i>	<i>The 1st domino</i>	
		ancient science	nature the study of physics	

5. If a player has got rid of all their dominoes but the pile isn't finished yet, they take a domino from the top of the pile.
6. If a player can't put down one of their dominoes, they can take a domino from the top of the pile and put it down if they can. If the pile is finished, they miss a turn.
7. With the pile finished, the first player to get rid of all their dominoes is the winner.